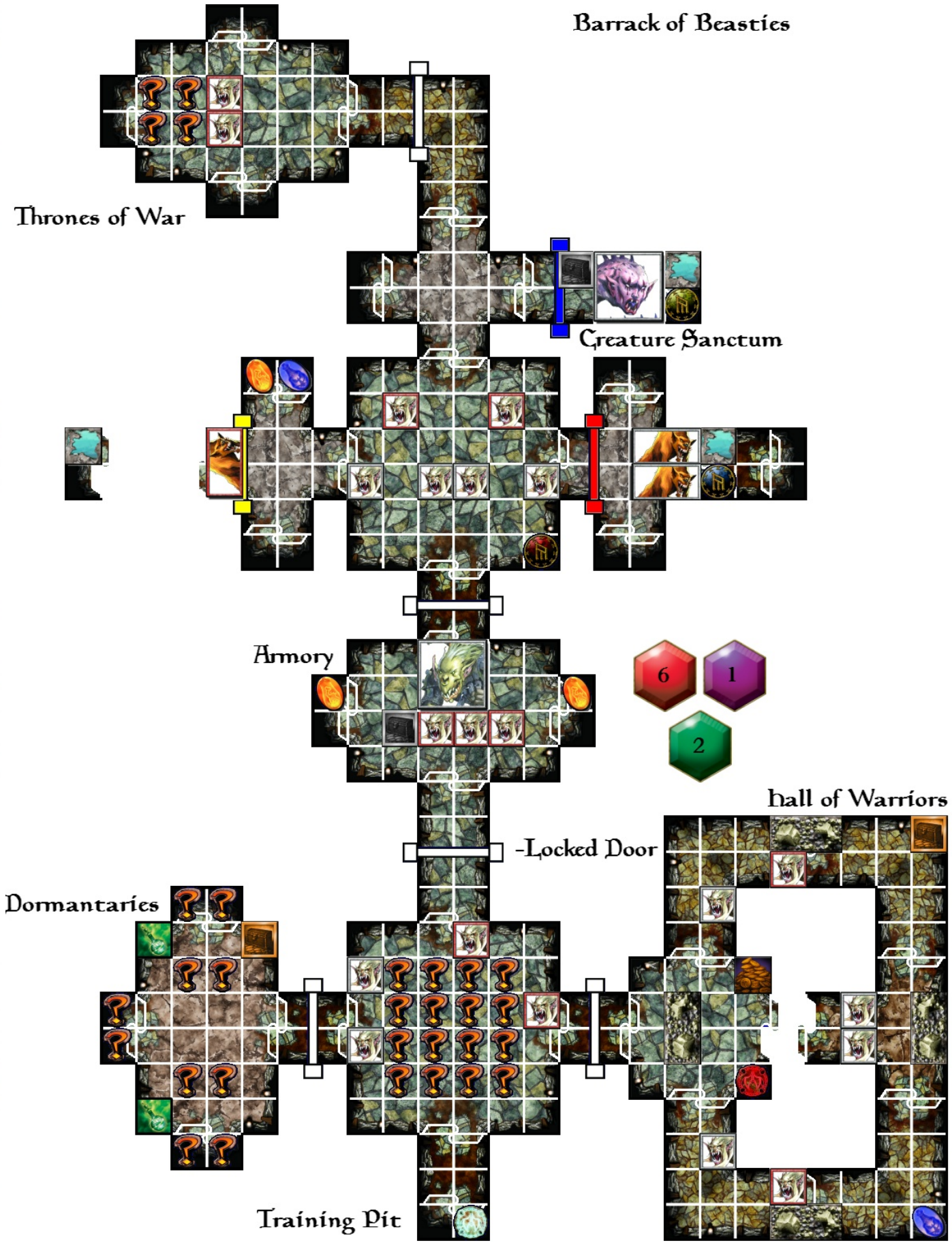

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Barrack of Beasties

By Elliots Last Gasp

Scenario Background

The Fallen Frog Family Inn was yet again deserted only the barmaid and Mad Hat Sting where inside the musky tavern they both looked up as the Heroes and Usklor entered. "Usklor, I knew I sent the correct people after you, sit down, maid get us some drinks." The Heroes sat and Usklor pulled out a sack which held both of the Black Rubys. "As I told you four earlier I believe there are ten of these Rubys, but were they are I cannot say, a Naga Mage by the name of Naslam who dwells in the Frozen Wastes was once the Head of my order until he cast me out when I was working with Mad Hat Sting here. Do not expect a welcome mat and a guided tour he probably already knows you are going to go to him."
The wooden doors to the tavern burst open and one hinge came clean off and royal guards came through.
"What in the Lords name," the barmaid remarked.
"You four are coming to the castle, Kings orders," Mad Hat Sting and Usklor both rose from their seats. "No not you two, you stay here, complete playing your chaotic games," the captain of the royal guard said.
"Vincen Korement we meet again, bloody unfortunate don't you think," Mad Hat Sting spoke.
"You have no idea Master Ray," then the royal guard dragged the Heroes through the dark streets of Aguyas and brought the Heroes to King Reionate in the Castle of Champions where next to is The Academy of Heroes.
Vincen and his men kicked the Heroes down on the golden carpet where at the end was sitting in a Gold Throne King Reionate."It has come to my attention that you have been helping the criminal known as Mad Hat Sting expelled from my private guard for an attempt on my life. You are also in a line of work with Usklor also expelled, yet from the guild of mages in the Frozen Wastes down south. You seem to not of been aware of this however, yet there is still a price for your freedom so to speak. The Beastman Brothers Gharler and Ukala hold an old barracks of mine they captured it last month and my men have failed to reclaim it, yet a small band of warriors such as yourselves can slay the brothers and then my men can recapture the barracks. If you do this for me my dungeons shall stay untortured by blood, one final thing some of the Beastmen have been raiding local shops so when you fight them they will probably have far better weapons than their usual claws" the King waved his hand ordering Vincen to release the Heroes and let them embark on their new mission.

Mission Goals

The Heroes must go to the Barrack of Beasties newly christaned by the Beastman Lords that occupy it. All the Glyphs of Transport the Heroes open all the better. If they fail to kill the brothers the King of Aguyas will place them in the dungeons to rot.

Important: Every non named Master Beastman (doesn't include spawned) is a Captain of the barracks and has +3 damage instead of +2. Their command talent is done differently here those who are standing in the Captain template are then affected by it. Their attack is different as it is an axe from the shop the surges can be used for extra damage or for threat They still have the extra power die from their normal Master Beastman stats. They finally were Chain Mail also a shop item this is in addition to their base armor as it is with the Heroes.

All the Red Treasury Points must be spent on spawning cards. A lot of this adventure depends on these spawns so use them wisely!

The Heroes start with 5 Conquest Tokens.

Templates: The gap in The Hall of Warriors is actually a 2x1 peice from Tomb of Ice.
The other gap in the map in the Creature Sanctum is a 3x2 peice also new in Tomb of Ice.

The Door to the Armory is locked until both the Hall of Warriors and Dormantarieshave been cleared.
Read when both of these rooms have been cleared: A loud clack comes from the locked door near the fighting arena maybe it is now openable.

Training Pit

A large gaping pit in the centre of the room with spikes uprooting from it holds beneath a few beastmen fighting to a rather grousome death as one of them is launched backwards and lands on one of these spikes ripping open his gut and torso.

Important: The ?'s are actually the fighting arena, place the 4x4 pit template here. Moving in and out of this square is like moving into a normal square but going in and out costs two movement.

Hall of Warriors

This dark corridor is lit by flames in each of the four corners, statues of warriors from ages past linger here faces hidden under their hoods due the poor lighting of the room. A captain comes out to fight not to protect these legendary statues but instead for his life.

Important: All of the non Captain (Master) Beastmen here are archers and use the Bow from the shop. They also have +1 Pierce as well as their normal +1 Damage.

Dormantaries

Loud snores come from the Beastmen sleeping here moving silently the Heroes pull out their daggers.

Important: If the Heros bought Throwing Knives or Daggers from the shop these weapons do +4 Damage to the sleeping Beastmen. The ?'s in this room are 2x1 bed peices from Road to Legend. On top of these are Sleeping Beastmen place a sleeping token under them so you can tell.

Armory

A blockade of steel stands ahead in attack formation three Captains bestow in front of a Gold Plate Armoured Ogre. Many weapons lie around the room unacounted for mostly because they are broken but others because they are lodged in dead bodies.

Important: The Ogre here also has eqipped as well as his base statistics the Gold Treasure Items Hammer of Doom and Mithril

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Breastplate. The Captain Beastmen in this room do not have the Axe but a Sword and a Shield. The same rules apply as did for the axe.
Read when the Ogre is killed:
The Ogres Mithril Breastplate is ruined due to the Heroes repeated strikes against it but the Hammer of Doom seems to still be intact. The Heroes are given the Hammer of Doom to give to who they wish.

Creature Sanctum

A great set of gnarling and scratching comes from three rune locked doors labels next to them one of the labels says Hell Hounds, the other two say Blood Ape and Naga. If these beasts were free then maybe they might fight against their former Beastman captures.

Important: Once a Rune Locked Door is opened bring back all dead Beastmen that have been killed in the Creature Sanctum Room and place them were they started on the map. If a Hero is standing in a Beastman's place then place him adjacent to the space, This happens every time a Rune Locked Door is opened.
Read when a Hero opens the Red Rune Locked Door:
Two Hell Hounds rise from a disturbed sleep and turn to the Heroes,
Roll a Power Die:
Enhancement : The Dogs from Hell rear up and attack the Heroes. The Overlord controls the Hounds.
Surge : The Hounds look over the Heroes to their former Beastmen Masters and attack them. The Heroes control the Hounds like the Overlord would have.
Blank : The Hounds then see a peice of meat across the tiled floor and scurry away. Remove the Hell Hounds from the Board.

Read when a Hero opens the Blue Rune Locked Door:
A massive twelve foot long snake slithers up looking at the Heroes with its great beady yellow eyes,
Roll a Power Die:
Enhancement : The Snake looks over at the Beastmen as a Captain lashes a whip and the Naga attacks the Heroes. The Overlord controls the Naga.
Surge: The Naga slithers through the Heroes legs and rears up against its former Masters. The Heroes control the Naga like the Overlord would have.
Blank: The Naga summons a Black Portal and escapes through it. Remove the Naga from the board.

Read when a Hero opens the Green Rune Locked Door:
A massive Blood Ape with a crimson streak down his back has turned mad by his icy cold imprisonment and attacks the closet thing. The Blood Ape attacks the nearest thing to him. His turn is after the Overlords. If the Overlords Minons and the Heroes are the same distance away then roll a Power die if it is an Enhancement then he attacks the Heroes otherwise the Overlords Minions. The Blood Ape does attack the other monsters that were imprisoned.
The Master Hell Hound is actually the Master Blood Ape.

Thrones of War

"Arrr, so this is who has been tearing my Barracks apart," Gharler the Beastman Warlord said spitting out a large Kobold Brain.
"Careful brother, if they have killed half the men in the Barracks we would do well to be cautious," Ukala spoke.
"Silence you cowardly Mage besides this is my frontier," Gharler drew his Blade of Rage from his Sheath.
"We'll see," Ukala muttered.

Important: The ?'s here are actually the Throne peice from Road to Legend and has the same rules. The Master Beatmen in this area are the Brothers Gharler and Ukala.

Gharler is the same as a normal Master Beastman except he has +5 health. He also carries the Gold Treasure Items Rage Blade, Shield of the Warrior, Sheath of Might and finally Dragon Scale Mail.
Ukala is the same as a normal Master Beastman except he has +5 health and fly. He also carries the Gold Treasure Items Sorcerous Orb, Ring of the Arcane and finally Elven Cloak.
Neither of the Beastmen have the Command ability.

Read if the Heroes lose all their Conquest Tokens: The Brothers stand over the Heroes as Gharler raises his Blade of Rage for the last stroke and ends the Heroes assualt on the Barracks.

Read if the Heroes kill the Brothers: Gharler collapses on the Throne that he and his Brother had held for a month as the last part of life fails him, Ukala stirs slowly then with a jolt of speed runs to the edge of the walls with a final leap he flew over the Barracks and fled. Vincen charges in with the Royal Guard close behind as he sees the empty Throne Room he halts smiles breifly then sent for a cart to take him and the Heroes back to the Castle. The Heroes Win.

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